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EmuMovies

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INSTRUCTION MANUAL

THE BATTLE OF OLYMPUS™

Adventure Series

NES-AD-USA

Broderbund

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for play on the

Nintendo
ENTERTAINMENT SYSTEM®

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PRECAUTIONS

1. This is a high-precision game pak. It should not be stored in places that are very hot or cold. Never hit or drop it. Do not take it apart.
2. Avoid touching the connectors; do not get them wet or dirty. Doing so may damage the game pak.
3. Do not clean with benzene, paint thinner, alcohol, or other solvents.

This game has been programmed to take advantage of the full screen. Some older model TV's have rounded screens and may block out a portion of the image.

CONTENTS

The Legend	4
How to use the controller	5
Starting the game	7
The World of Olympus	12
Descriptions of the items	13
Fragments of Love	16
The Gods	16
The Henchmen of Hades	17

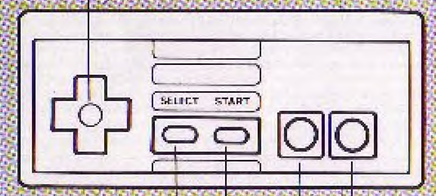
THE LEGEND

This is an ancient story of a time when men and gods lived together. In the land of Peloponnesus, there was a quiet, peaceful village called Elis. It was the home of the fairest maiden of all Peloponnesus, and a gentle yet brave young man called Orpheus. Helene and Orpheus swore eternal love to each other. But alas, one day, Helene fell victim to the fangs of a venomous serpent and perished.

Orpheus grieved over her death for three days and nights whereupon he heard the voice of Aphrodite, the Goddess of Love: "I have watched over your love and I know of the deep grief you now feel. But do not give up hope. Helene has not really passed away. Hades, the god who rules the nether-world of Tartarus, has taken away the soul of Helene so that he can make her his queen. The power of Hades is great, and he has many fearsome henchmen in Tartarus. The only way I can help you save Helene is to suggest that you look for three nymphs. They will guide you on your way to Tartarus. If your love for Helene is true, Orpheus, go now and save her." As Orpheus sets out on his quest to rescue Helene, your quest begins.

HOW TO USE THE CONTROLLER

Since the "The Battle of Olympus" is a game for one player, only controller 1 is used.



Control Pad

The Control Pad is used to move Orpheus. It is also used to select an item.

"A" button

Use the "A" button to make Orpheus jump. How high the hero jumps depends on how long you press the button.

"B" button

Use the "B" button to attack with the weapon currently selected. This button is also used to speak to the people in the town. Approach the person you wish to speak to and press the "B" button. You will then be able to speak to that person. When you see the ▼ mark at the end of the conversation, press either the "A" or "B" button. This will let you listen to a continuation of the conversation. When the entire conversation is over, you can return to the game by pressing either the "A" or "B" button.

"START" button

Use this button to start the game and to show the item selection screen during the game.

"SELECT" button

Press SELECT to use special items (see Item Selection, p.10).

Picking up Items

You can pick up an item by crouching over it or jumping on it. Crouching over nectar enables you to drink it.

STARTING THE GAME

Starting a New Game

Load "The Battle of Olympus" into your Nintendo Entertainment System and turn on the power. It will take a few moments before the title scene appears on the screen. Use the Control Pad to move the ▶ cursor to "START" and press the START button. You can now enter the names of the game's hero and his beloved (the heroine). Select the letters by using the Control Pad and press the "A" button to confirm a letter. You can enter up to six letters for each name.

Once you have entered the names, a map of ancient Greece will appear on the screen. The name of the area you will enter will be flashing on and off; it will also appear in the window on the bottom right. You can begin the game by pressing the START button.

Continuing a Game in Progress

Load "The Battle of Olympus" into your Nintendo Entertainment System and turn on the power. Use the Control Pad to move the ▶ cursor to "CONTINUE" and press the START button. You can now enter the words of the god. Enter the words that you wrote down when you finished with the game the last time you played.

Words of the Gods

"The Battle of Olympus" allows you to stop playing in the middle of a game; later, you can resume where you left off. If you would like to get a password, find a temple of the gods, speak to the god and write down the "word of god".

Game Over

When the physical stamina meter shows zero, it means that the game is over. Move the ▶ cursor to either "CONTINUE" or "RETRY" with the Control Pad, then press the START button to continue or retry.

If you decide to CONTINUE the game, the number of olives collected is halved and you are returned to the starting point in the area.

If you select RETRY, you can begin the game all over again starting from the temple where you last heard the "word of god." Your olives and items remain the same and your physical stamina is restored. Beware. . . if you have not yet heard the "word of god," you will have to start from the beginning of the game.

Meter indicating the physical stamina of the hero

Number of olives in the hands of the hero

Weapon used with the "B" button

Game Screen Position (flashes on and off) where the hero is

Item used by pressing the SELECT button

Item Selection Screen

If you press the START button at any time during the game, the item selection screen will appear. Choose an item using the Control Pad and confirm it by pressing the "A" button.

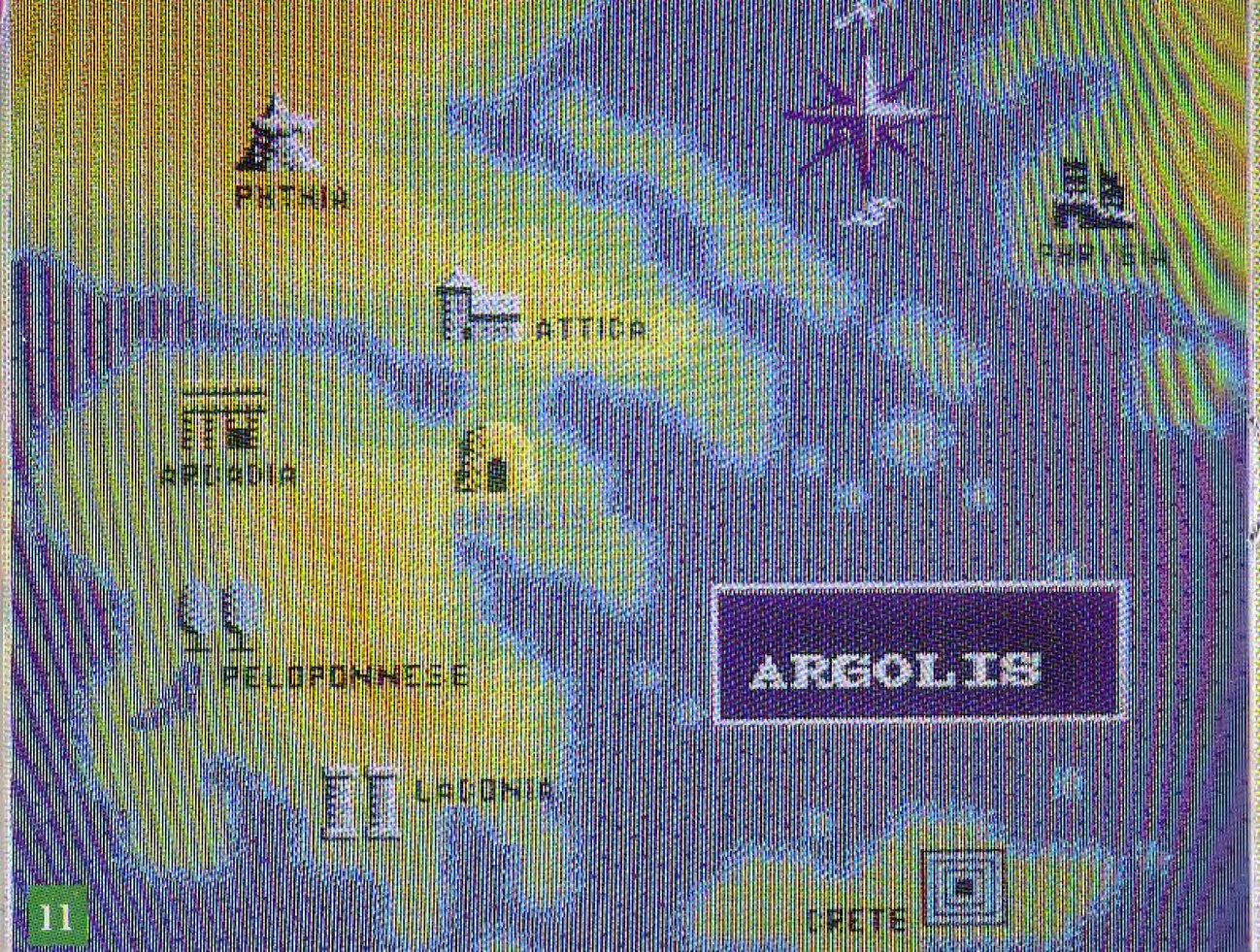
The selected item now appears in the window at the top right of the screen. Press the START button again to return to the game.

Item that will be effective just because the hero has it (Until you have the salamander shield, the number of salamander skins that you have so far taken is indicated in its place.)

Weapon to be used with the "B" button

Item to be used with the SELECT button

Fragments of Love collected from the nymphs



THE WORLD OF OLYMPUS

In order to save your beloved Helene, you must travel through eight lands to reach Tartarus, the netherworld. You will need to make the journey not just once but many times.

Arcadia
Here is where the game starts. This village is surrounded by woods.

Peloponnesus
This has both a mysterious forest in the form of a maze and the swamp where Hydra lives.

Crete
The famous labyrinth of the Minotaur is located on this island. Once you stray into this labyrinth, you can never come back.

Attica
The city of Elis and the city of Athens are situated in Attica.

Laconia
The ruins of a great palace. Legend tells of an undersea cave that can be found in Laconia.

Phrygia
These are the ruins of a complex maze. This area has a double structure, an inner maze and an outer maze.

Argolis
Argolis is full of caves and valleys. Take care not to fall down any of the pits in the caves.

Phthia
A rocky mountain range with precipices, it continues as far as the eye can see.

Tartarus
The exact entrance to the nether world is shrouded in mystery.

DESCRIPTIONS OF THE ITEMS

The only item you have at the beginning of the game is a club. You must find all the other items using the hints given during the game.

WEAPONS

Club
This is the only weapon in your possession when you start the game.

Sword
A high level of attacking power can be expected from the sword.

The Staff of Fennel
The power of this staff is greater than the club. If you perform a certain task, the staff will enable you to emit the "fire of Prometheus". With the "fire of Prometheus", you will be able to attack an enemy from a distance, burn down certain obstacles or illuminate the inside of an otherwise dark cave.

Divine Sword
The divine sword is the most effective weapon for attacking. It also enables you to use the power of Argus. Since the power of Argus is thrown in a straight line, it is an extremely effective weapon. But until you acquire the Bracelet of Power it will consume your physical stamina.

ITEMS

Harp of Apollo
If you use this harp at the Monolith of the Sun, you can fly on the wings of Pegasus.

Ocarina
If you play this instrument by the sea, you will be able to use the power of Poseidon.

Trojan Pitcher
This pitcher can carry nectar.

The Eye of the Graeae
This is a crystal ball with magical powers.

Moon Crystal
You can call the moon with this crystal.

SPECIAL ITEMS

Sandals of Hermes
With these sandals, you can jump significantly higher and you can also jump onto the ceiling.

Shield of Athena
You can defend yourself from enemy attacks with this shield.

Salamander Shield
This shield will protect you from flames.

Key
How can the key be used and where is it?

Bracelet of Power
This bracelet not only doubles the attacking power of each of your weapons but it also prevents you from using up your physical stamina when you use the "power of Argus."

OTHER ITEMS

Golden Apple
Once you eat this apple, damage inflicted by your enemies will be cut by half.

Nectar
Nectar is the drink of the gods. When you drink it, your physical stamina will be restored to the maximum.

Ambrosia
Ambrosia is the food of the gods. When you eat it, your physical stamina will be restored and your maximum physical stamina will be increased.

Olives
You can obtain olives by defeating enemies. Olives can be used in place of money.

Bay Leaves
As with olives, you can obtain bay leaves on some occasions when you defeat an enemy. A bay leaf enables some of your physical stamina to be restored.

FRAGMENTS OF LOVE

Fragments of love were entrusted with the three nymphs when Helene was abducted. The nymphs are hiding from the henchmen of Hades, and you do not know where they are. You must meet the three nymphs and collect all the fragments. When you receive them, you will be able to hear the message of Helene's love. This message will encourage you and give you important clues for playing the game. Do your best to collect these fragments and break the spell that has been cast by Hades.

THE GODS

The gods play an important part in the "The Battle of Olympus". There is one god or goddess in each of the eight lands. Each god or goddess lives in a temple and will give you an important item if you pay him or her a visit.

Zeus
He is the king of the gods. You must see him first.

Athena
Athena is the beautiful goddess of wisdom and battles.

Ares
Ares is the god of war and of fighting.

Poseidon
This is the powerful god who rules the sea.

Apollo
Apollo is the god of the sun and of art.

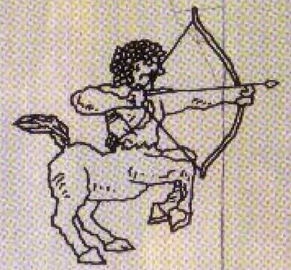
Hephaestus
The god of metalworking and handicrafts.

Artemis
The goddess of the moon.

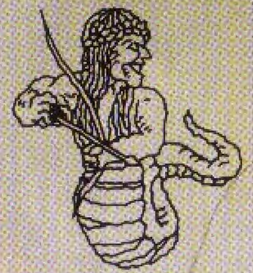
Hermes
Hermes serves as the messenger of Zeus.

THE HENCHMEN OF HADES

Cerberus
Cerberus is the three-headed dog who guards the entrance to Tartarus.

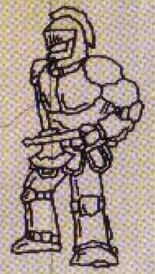


Centaur
This half-man half-horse is good at attacking with the bow and arrow.



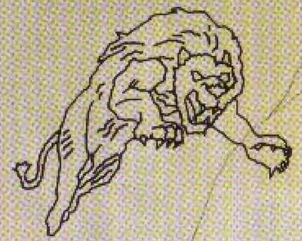
Lamia
From the waist up this vampire is a beautiful woman, but from the waist down it's a serpent. The Lamia attacks with the bow and arrow.

Minotaur
This man with a bull's head attacks with an ax.

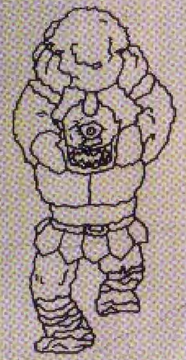


Talos
A giant whose entire body is made of brass.

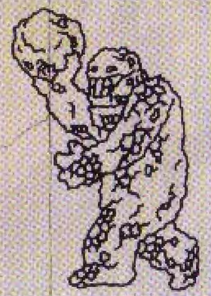
Hydra
A terrifying serpent. It is believed that its head can grow back eight times.



The Lion of Nemea
This vicious lion lives in the caves of Olympus.



Cyclops
The one-eyed giant. He attacks by throwing rocks.



Gaea
The rock giant, born from the earth.

Graeae
Three old sea goddesses who have only one eye among them. They appear and disappear as they attack you with their magical powers.

Siren
From the waist up, the Siren is a beautiful woman but from the waist down it's a bird with razor sharp claws. When you hear its voice, you cannot resist being drawn to it.

COMPLIANCE WITH FCC REGULATIONS

This equipment generates and uses radio frequency energy and if not installed and used properly, that is, in strict accordance with the manufacturer's instructions, may cause interference to radio and television reception. It has been type tested and found to comply with the limits for a Class B computing device in accordance with the specifications in Subpart J of Part 15 of FCC Rules, which are designed to provide reasonable protection against such interference in a residential installation. However, there is no guarantee that interference will not occur in a particular installation. If this equipment does cause interference to radio or television reception, which can be determined by turning the equipment off and on, the user is encouraged to try to correct the interference by one or more of the following measures:

- Reorient the receiving antenna.
- Relocate the NES with respect to the receiver.
- Move the NES away from the receiver.
- Plug the NES into a different outlet so that the computer and receiver are on different circuits.

If necessary, the user should consult the dealer or an experienced radio/television technician for additional suggestions. The user may find the following booklet prepared by the Federal Communications Commission helpful: How to Identify and Resolve Radio-TV Interference Problems. This booklet is available from the U.S. Government Printing Office, Washington, D.C. 20402, Stock No. 004-000-00345-4.

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